Dromite* Wilder: CG S Monstrous Humanoid (Psionic*) Wld6*

HD: 6 (40 hp) **INIT:** +1

AC: 20 (T 16, FF 19) **SPD:** 25 ft.

ATK: Sword +6 (1d4+1/19–20, magic)

SA/SQ: Darkvision 60 ft., *energy ray** 1/day (35 ft., 3d6+3 cold), psy enerv* (after wild surge, 10%: dazed 1 rd, –6 pp) resist cold 5, scent, surg euphoria* (after wild surge, +1 atk/dmg/saves, 2 rds), volatile mind* (+1 pp to affect), wild surge +2* (free, +2 man lvl)

SV: Fort +5, Ref +4, Will +5

AB: S 10, D 13, Cn 14, I 8, W 8, Ch 18

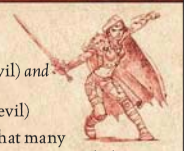
SK/F: Conc +11, Hide +4, Lis +8, M Sil +0, Spot +10; B-Fight, Power Pen*

SPELLS: Psionics* (48 pp)—*demoralize* (1–5 pp, 30–45-ft. range and radius, shaken 8 min., DC 15–18), *energy burst* (5–6 pp, 40-ft. burst, 5–8d6 electricity, DC 19–20), *conc amorpha* (3 pp, personal, 20% miss chance, 8 min.), *skate* (1 pp, +15 ft. speed, 8 min.)

POSS: Mwk studded leather, mwk hvy steel shield, *+1 short sword, cloak resist +1, pow stone catfall** (–10 ft. falling dmg)

CR: 6 **ECL:** 7 **Expanded Psionics Handbook:* Wld = wilder class

Slayer of Domiel: LG M Humanoid (Human) Rog5/Sld6*



HD: 11 (63 hp) **INIT:** +3

AC: 20 (T 14, FF 20) **SPD:** 30 ft.

ATK: Sword +9/+4 (1d8+3/19–20, good, magic plus 2d6 against evil) *and* dagger +9 (1d4+2/19–20, magic); **or** sword +11/+6 (1d8+3/19–20, good, magic plus 2d6 against evil)

SA/SQ: Death touch 2/day* (+9 touch; roll 6d6, kill target with that many hp), *det evil*, imp evasion, sneak atk +6d6, trap sense +1, trapfinding, uncanny dodge

SV: Fort +9, Ref +16, Will +9

AB: S 14, D 16, Cn 14, I 12, W 14, Ch 15

SK/F: Bluff +16, Esc +11, Hide +17, Jump +12, Lis +15, M Sil +17, Srch +10, S Mot +16, Spot +15, Tmbl +15; Sanctify Martial Strike* (longsword, +1d4 dmg against evil outsiders and undead), Servant of the Heavens* (1/day, +1 to 1 roll)

SPELLS: 1st—*div favor, spider cl*; 2nd—*dark, pass w/o trace*

POSS: *+2 studded leather, ring prot +1, +1 holy longsword, +1 dagger, cloak resist +2*

CR: 11

**Book of Exalted Deeds:* Sld = slayer of Domiel prestige class

Battle Plate Marshal: LG M Humanoid (Dwarf) Ftr3/Msh4*

HD: 7 (62 hp) **INIT:** +1

AC: 22 (T 12, FF 21) **SPD:** 20 ft.

ATK: Axe +10/+5 (1d12+4/×3, magic); **or** axe +12/+7 (1d12+6/×3, magic plus 2d6) against orcs

SA/SQ: Darkvision 60 ft., dwarf traits, grant move action* 1/day (allies within 30 ft.), major aura* (swift, allies within 60 ft.: motivate ardor [+1 dmg]), minor aura* (swift, allies within 60 ft.: accurate strike [+2 to confirm crit] **or** master of tactics* [+2 dmg flanking]), racial sub level (fighter 1)**

SV: Fort +10, Ref +3, Will +5

AB: S 15, D 13, Cn 16, I 12, W 10, Ch 14

SK/F: Dipl +14, Intim +8, Lis +4, Perf (oratory) +9, S Mot +6, Spot +3; Cleave, Leadership 9, Pow Atk

POSS: *+1 battle plate***, *ring prot +1, +1 orc bane greataxe*

CR: 7

**Miniatures Handbook:* Msh = marshal class
***Races of Stone*

Elf Stalker: CG M Humanoid (Elf) Rgr4

HD: 4 (26 hp) **INIT:** +4

AC: 18 (T 14, FF 14) **SPD:** 30 ft.

ATK: Sword +6 (1d8+1/19–20); **or** bow +9 rg (1d8+1/×3); **or** bow +7/+7 rg (1d8+1/[×3)

SA/SQ: AP 4*; animal companion, elf traits, fav enemy (aberrations +2), low-light, wild emp +4 (+0 magical beasts)

SV: Fort +6, Ref +9, Will +3

AB: S 13, D 18, Cn 12, I 8, W 12, Ch 10

SK/F: Hide +11, Heal +4, Lis +10, Srch +5, Spot +10, Surv +8; Endur, Pt Blk Shot, Prec Shot, Track

SPELLS: 1st—*longst*

POSS: *+1 studded leather*, mwk longsword, mwk comp longbow (+1 Str bonus) w/ 20 arrows, 10 silvered arrows, and 10 cold iron arrows, *cloak resist +1, oil mag wpn, 2 pot cure lt, pot shld faith*, adventurer's standard pack, 86 gp, 5 sp **CR:** 4

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**Eberron™ Campaign Setting*

Aspect of Kord*: CG L Outsider (Chaotic, Extraplanar, Good)

HD: 14 (133 hp) **INIT:** +8

AC: 21 (T 13, FF 17) **SPD:** 50 ft.

ATK: Sword +23/+18/+13 (3d6+12/19–20, chaotic, good, magic)

SA/SQ: DR 5/epic, darkvision 60 ft., rage 1/day (10 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft.

SV: Fort +14, Ref +13, Will +12

AB: S 27, D 18, Cn 21, I 17, W 16, Ch 18

SK/F: Bal +23, Climb +25, Intim +21, Jump +35, Lis +20, Srch +20, S Mot +20, Spot +20, Swim +25, Surv +20, Tmbl +23; B-Fight, Cleave, Pow Atk

POSS: *+1 greatsword*

CR: 11

**Miniatures Handbook*

Medium Silver Dragon (Very Young): LG M Dragon (Cold)

HD: 10 (85 hp) **INIT:** +0

AC: 19 (T 10, FF 19) **SPD:** 40 ft., F 150 ft. (Pr)

ATK: Bite +13 (1d8+2) *and* 2 claws +10 (1d6+1) *and* 2 wings +10 (1d4+1)

SA/SQ: Alt form 3/day (M animal or humanoid), blindsense 60 ft., breath wpn 1/1d4 rds (cone, 30 ft., 4d8 cold, Ref 17 half **or** cone, 30 ft., paralysis 1d6+2 rds, Fort 17 neg), cloudwalking, darkvision 120 ft., imm acid, cold, paralysis, and sleep, low-light, vuln fire

SV: Fort +9, Ref +7, Will +9

AB: S 15, D 10, Cn 15, I 14, W 15, Ch 14

SK/F: Bluff +7, Dipl +11, Disg +15, Intim +6, Jump +12, Lis +15, Srch +15, S Mot +15, Spell +8, Spot +15, Surv +5; Flyby Atk, Pow Atk

CR: 5 **ECL:** 14

Elminster of Shadowdale: CG M Hum (Hum) Ftr1/Rog2/Clr3/Wiz24/Acm5*

HD: 35 (347 hp) **INIT:** +10

AC: 31 (T 19, FF 27) **SPD:** 30 ft.

ATK: Sword +24/+19/+14 (1d8+6/19–20, magic plus thund); **or** +22 rg touch (spells)

SA/SQ: Arcane fire* (rg touch, 5d6 + 1d6/spell lvl), arcane reach* (touch 30 ft.), Chosen immunities**, det mag (LoS), evasion, mastery* (counterspelling, elements), sneak atk +1d6, turn undead 6/day (+5, 2d6+6, 3rd), silver fire**, SR 21

SV: Fort +27, Ref +23, Will +31 **AB:** S 13, D 18, Cn 24, I 27, W 18, Ch 17

SK/F: Conc +36, Lis +12, S Mot +9, Spell +45, Spot +14; Cbt Expert, Delay Spell†, Enhance Spell††, Hgt Spell, Imp Metamagic††, Max Spell, Spell Pen, Twin Spell†

SPELLS: As Clr3 (4/4/3; DC = 14 + spell lvl, +1 evoc, ench). Domains: Magic, Spell** As Wiz30 (4/6/6/6/6/4/5/3/4/3/1; DC = 22 + spell lvl, +1 evoc, ench)
(Spell-Like Abilities; CL 29th) 1/day— *isp mag, l ironguard***, *see invis, shapech, Simbul's synostodweomer***, *sp climb, tport w/o error, thunderlance***, *tr see*

POSS: *Am nat +5, bracers +7, ring prot +5, +5 thund longsword, E's eversmoking pipe††, mantle of SR* (+5 saves), *ring regen, ring spell stor, neckl fireballs (type VII)* **CR:** 39

*Acm = archmage prestige class; **Forgotten Realms® Campaign Setting; †Complete Arcane; ††Epic Level Handbook

Aspect of Kord: CG L Outsider (Chaotic, Extraplanar, Good)

Royal Guard: LG M Humanoid (Human) Ftr3

HD: 3 (24 hp) **INIT:** +4

AC: 18 (T 10, FF 18) **SPD:** 20 ft.

ATK: Glaive +6 (1d10+3/×3)

SA/SQ: Reach 10 ft. only (glaive)

SV: Fort +4, Ref +1, Will +5

AB: S 15, D 10, Cn 13, I 12, W 14, Ch 8

SK/F: Climb +3, Intim +5, Jump –3, Ride +6, Lis +4, Spot +4; Endur

POSS: Mwk full plate, glaive

CR: 3

Rikka, Angelic Avenger: CG M Outsider (Aug Hum [Human], Native) Bbn12

HD: 12 (142 hp) **INIT:** +3

AC: 21 (T 15, FF 21) **SPD:** 40 ft., F 80 ft. (G)

ATK: Sword +23/+18/+13 (2d6+13/19–20, magic)

SA/SQ: +4 saves poison, DR 2/—, DR 10/magic, darkvision 60 ft., gr rage 4/day (10 rds, +6 Str, +6 Con, +3 Will, –2 AC), imm disease, resist acid 10, cold 10, and elec 10, smite evil 1/day (+12 dmg), SR 22, trap sense +4, imp uncanny dodge

SV: Fort +12, Ref +7, Will +7

AB: S 24, D 16, Cn 18, I 14, W 16, Ch 17

SK/F: H Animal +13, Intim +18, Jump +26, Lis +18, Ride +12, Srch +9, Spot +10, Surv +18; Cleave, Dodge, Pow Atk

SPELLS: (Spell-Like Abilities; CL 12th) At will—*daylight*; 3/day—*prot evil*; 1/day—*aid, bless, cure ser, det evil, holy smite* (DC 17), *holy word* (DC 20), *neut poison, rem disease, disp evil* (+19 touch; DC 18)

POSS: *+1 studded leather, am nat armor +2, ring prot +2, +3 greatsword, handguard Str +2*

CR: 15 **ECL:** 16

Halfling Sneak: CN S Humanoid (Halfling) Rog1

HD: 1 (8 hp) **INIT:** +3

AC: 16 (T 14, FF 13) **SPD:** 25 ft.

ATK: Dagger +2 (1d3+1/19–20, magic); **or** dagger +5 rg (1d3/19–20)

SA/SQ: Sneak atk +1d6, trapfinding

SV: Fort +3, Ref +6, Will +0

AB: S 11, D 17, Cn 14, I 12, W 8, Ch 10

SK/F: Bluff +4, Climb +6, Hide +11, Jump +6, Lis +5, M Sil +9, Srch +5, Spot +3, Tmbl +7

POSS: Leather, *+1 dagger*, dagger

CR: 1

Illus. Jim Nelson

Elminster of Shadowdale: CG M Hum (Hum) Ftr1/Rog2/Clr3/Wiz24/Acm5*

Illus. Des Hanley

Rikka, Angelic Avenger: CG M Outsider (Aug Hum [Human], Native) Bbn12

Illus. Steve Prescott

Dwarf Ancestor*: LG L Outsider (Native)

HD: 5 (67 hp) **INIT:** –1

AC: 26 (T 8, FF 26) **SPD:** 20 ft.

ATK: Axe +11 (3d6+10/×3, magic)

SA/SQ: DR 10/adamantine, darkvision 60 ft., low-light, reach 10 ft.

SV: Fort +13, Ref +3, Will +5

AB: S 22, D 8, Cn 28, I 8, W 13, Ch 14

SK/F: Climb +14, Intim +10, Jump +8, Lis +9, Spot +9; Cleave, Pow Atk

POSS: *+1 greataxe*

CR: 5

*New creature

Illus. Steve Prescott

Guenhwyvar: N M Magical Beast

HD: 9 (81 hp) **INIT:** +7

AC: 18 (T 17, FF 11) **SPD:** 40 ft.

ATK: Bite +16 (1d8+5) *and* 2 claws +11 (1d4+2)

SA/SQ: Imp grab (grp +14, rake), low-light, pounce (full atk when charging, rake), rake 1d4+2, scent

SV: Fort +9, Ref +13, Will +4

AB: S 20, D 24, Cn 16, I 7, W 12, Ch 10

SK/F: Bal +15, Climb +13, Hide +11, Jump +17, Lis +8, M Sil +12, Spot +9

CR: 5

Illus. Jim Nelson

Satyr: CN M Fey

HD: 5 (22 hp) **INIT:** +1

AC: 15 (T 11, FF 14) **SPD:** 40 ft.

ATK: Head butt +2 (1d6) *and* dagger –3 (1d4/19–20); **or** bow +3 rg (1d6/×3)

SA/SQ: DR 5/cold iron, low-light, pipes (60-ft. spread, CL 10th: *charm per, fear,* or *sleep,* Will 13 neg)

SV: Fort +2, Ref +5, Will +5

AB: S 10, D 13, Cn 12, I 12, W 13, Ch 13

SK/F: Bluff +9, Hide +13, Lis +15, M Sil +13, Perf (wind) +9, Spot +15; Dodge, Mobil

POSS: Dagger, shortbow w/ 20 arrows, pan pipes

CR: 4 **ECL:** 7

Illus. Jim Nelson

Nentyar Hunter (Volodni*): CG M Plant Rgr5/Nnt3*

HD: 8 (68 hp) **INIT:** +3

AC: 17 (T 13, FF 14) **SPD:** 40 ft.

ATK: Bow +9/+9/+4 rg (1d8+1/19–20, magic + 1d6 cold); **or** bow +11/+6 rg (1d8+1/19–20, magic + 1d6 cold); **or** sword +9/+4 (1d6+2/19–20)

SA/SQ: DR 5/slash, fav enemy (orcs +4, giants +2), low-light, plant traits, resist cold 5, swift tracker (track at full spd, no penalty), volodni traits*, wild emp +5 (+1 magical beasts), woodland stride

SV: Fort +10, Ref +10, Will +3 **AB:** S 14, D 16, Cn 16, I 10, W 13, Ch 10

SK/F: Conc +8 (+12 cast def), Dipl +5, Hide +9 (+13 woods), Lis +10, M Sil +10, Srch +8, Spot +10, Surv +9 (+11 tracking); Endur, Track

SPELLS: 1st—*cure lt* (2), *entang* (DC 12), *longstr, tr strike;* 2nd—*cure mod, neut poison;* 3rd—*greenfire** (3 5-ft. cubes, 2d6+3 acid; DC 14)

POSS: St leather, *gem nat armor +1, +1 frost seeking longbow* w/ 50 arrows, short sword

CR: 9 **ECL:** 10

**Unapproachable East*: Nnt = Nentyar hunter prestige class

Illus. Steve Prescott

Half-Ogre* Barbarian: CN L Giant Bbn5

HD: 5 (58 hp) **INIT:** –1

AC: 16 (T 8, FF 16) **SPD:** 40 ft.

ATK: Sword +10 (3d6+9/19–20)

SA/SQ: Darkvision 60 ft., half-ogre traits*, imp uncanny dodge, rage 4/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft., trap sense +1

SV: Fort +7, Ref +0, Will +2

AB: S 22, D 8, Cn 16, I 11, W 12, Ch 6

SK/F: Climb +12, Intim +6, Jump +8, Lis +5, Spot +3, Surv +9

POSS: Chain shirt, greatsword

CR: 6 **ECL:** 12

**Races of Destiny*

Illus. Thomas M. Baxa

Mercenary Sergeant: LN M Humanoid (Human) Ftr4

HD: 4 (42 hp) **INIT:** +5
AC: 19 (T 11, FF 18) **SPD:** 20 ft.
ATK: Sword +8 (1d8+5/19–20, magic)
SV: Fort +7, Ref +2, Will +3
AB: S 14, D 13, Cn 16, I 10, W 10, Ch 12
SK/F: Climb +4, Intim +7, Jump –2, Lis +0, Spot +0; Dodge
POSS: Breastplate, *+1 hvy steel shield, +1 longsword*
CR: 4

Iron Golem: N L Construct

Spirit Folk* Fighter: NG M Humanoid (Spirit) Ftr4

HD: 4 (38 hp) **INIT:** +1
AC: 16 (T 11, FF 15) **SPD:** 35 ft., C 30 ft.
ATK: Sword +9 (2d6+7/19–20, magic)
SA/SQ: Low-light, mountain spirit folk traits*, *spk animals* 1/day (CL 1st, 1 min., birds only)
SV: Fort +6, Ref +2, Will +2
AB: S 16, D 13, Cn 14, I 10, W 12, Ch 10
SK/F: Bal +2, Climb +10, Jump +10, Lis +1, Spot +2, Tmbl +7; Dodge
POSS: *+1 chain shirt, +1 greatsword*
CR: 4

**Unapproachable East*

Xorn (Average): N Outsider (Earth, Extraplanar)

HD: 7 (48 hp) **INIT:** +0
AC: 24 (T 10, FF 24) **SPD:** 20 ft.
ATK: Bite +10 (4d6+3) *and* 3 claws +8 (1d4+1)
SA/SQ: All-around vision, earth glide, DR 5/bludg, darkvision 60 ft., imm cold and fire, resist elec 10, tremorsense 60 ft.
SV: Fort +7, Ref +5, Will +5
AB: S 17, D 10, Cn 15, I 10, W 11, Ch 10
SK/F: Hide +10, Intim +10, Lis +10, M Sil +10, Srch +10, Spot +10, Surv +10; Cleave, Pwr Atk
CR: 6

Justicator*: LN L Outsider (Lawful)

HD: 17 (110 hp) **INIT:** +7
AC: 26 (T 12, FF 23) **SPD:** 30 ft., F 60 ft. (G)
ATK: Sword +23/+18/+13/+8 (3d6+8/17–20, magic, lawful)
SA/SQ: DR 10/chaotic, darkvision 60 ft., imm paralysis, reach 10 ft., smite chaos 4/day (+1 atk, +17 dmg), SR 24
SV: Fort +12, Ref +13, Will +16
AB: S 21, D 17, Cn 14, I 13, W 18, Ch 12
SK/F: Conc +22, Intim +21, Lis +24, S Mot +24, Spell +21, Spot +24; Gr Spell Pen
SPELLS: (Spell-Like Abilities; CL 10th): At will—*bless, det chaos*; 3/day—*cure ser, dim anchor, invis purge, silence* (DC 13); 1/day—*disp chaos* (+21 touch, DC 16), *gr cmd* (DC 16), *pl shift* (DC 18)
POSS: *+1 mithral full plate, +1 greatsword*
CR: 13

**Monster Manual III*

Wizard Tactician: CG M Humanoid (Human) Wiz4

HD: 4 (15 hp) **INIT:** +2
AC: 13 (T 13, FF 12) **SPD:** 30 ft.
ATK: Staff +1 (1d6–1); **or** crossbow +5 rg (1d8/19–20)
SA/SQ: AP 4* **SV:** Fort +2, Ref +3, Will +5
AB: S 8, D 14, Cn 12, I 16, W 13, Ch 10
SK/F: Conc +8 (+12 cast def), Craft (alch) +4, D Script +10, Know (arc) +10, Know (planes) +10, Lis +1, Spell +12 (+14 conj), Spot +1; Aug Summ, Scr Scroll
SPELLS: 0—*acid spl* (+4 rg touch), *det magic* (2), *mend, resist*; 1st—*grease* (DC 15), *mag armor, shld, mag missile, summ mon I*; 2nd—*glitter* (DC 16), *M's acid arrow* (+4 rg touch), *summ mon II, web* (DC 16). Restricted: Illus, Necro.
POSS: *Ring prot +1*, quarterstaff, mwk lt crossbow w/ 10 bolts, *pearl power* (1st), *scroll clr spray* (DC 14), scroll *summ mon I*, backpack, ink, 2 ink pens, 2 paper, scroll case, 70 gp. Spellbook: as above plus 0—all except illus and necro; 1st—*end elements, mount, tr strike*; 2nd—*c's grace, prot arrows, scorch ray* **CR:** 4

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Monitor Lizard: N M Animal

HD: 3 (22 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 30 ft., S 30 ft.
ATK: Bite +5 (1d8+4)
SA/SQ: Low-light
SV: Fort +8, Ref +5, Will +2
AB: S 17, D 15, Cn 17, I 1, W 12, Ch 2
SK/F: Climb +7, Hide +6 (+10 forests/overgrown areas), Lis +4, M Sil +6, Spot +4, Swim +11
CR: 2

Justicator*: LN L Outsider (Lawful)

Iron Golem: N L Construct

HD: 18 (129 hp) **INIT:** –1
AC: 30 (T 8, FF 30) **SPD:** 20 ft.
ATK: 2 slams +23 (2d10+11)
SA/SQ: Breath wpn 1/1d4+1 rds (free action, 10-ft. cube: poison, Fort 19, 1d4 Con/3d4 Con), construct traits, DR 15/adamantine, darkvision 60 ft., imm magic (rust affects normally, elec *slows* 3 rds, fire ends *slow* and heals 1 per 3 dmg), low-light, reach 10 ft.
SV: Fort +6, Ref +5, Will +6
AB: S 33, D 9, Cn —, I —, W 11, Ch 1
SK/F: Lis +0, Spot +0
CR: 13

Dolgaunt* Monk: LE M Aberration Mnk4

HD: 6 (37 hp) **INIT:** +3

AC: 18 (T 15, FF 15) **SPD:** 40 ft.

ATK: 2 tentacles +6 (1d3+2, magic); **or**
unarmed strike +4/+4 **or** +6 (1d8+2, magic)

SA/SQ: Blindsight 360 ft., DR 5/byeshk* or magic, evasion, reach 10 ft. (tentacle), slow fall 20 ft., still mind, vitality drain* (hold, 1 Con dmg, dolgaunt heals 2 hp; grp +10)

SV: Fort +5, Ref +7, Will +9

AB: S 14, D 17, Cn 12, I 13, W 15, Ch 11

SK/F: Bal +9, Climb +8, Hide +8, Jump +7, Lis +9, M Sil +8, Spot +9, Tmbl +8; Cbt Reflex, Defl Arrows, Imp Grp, Imp Trip, Snatch Arrows

CR: 6 **ECL:** 9

*Eberron™ Campaign Setting

Artemis Entreri: LE M Humanoid (Human) Rog4/Rgr1/Ftr12/Asn1

HD: 18 (121 hp) **INIT:** +9

AC: 22 (T 18, FF 22) **SPD:** 30 ft..

ATK: Sword +20/+15/+10/+5 (1d8+7/17–20, magic plus wounding) *and*
dagger +21/+16 (1d4+7/17–20, magic); **or**
sword +22/+17/+12 (1d8+7/17–20, magic plus wounding); **or**
dagger +26 rg (1d4+8/17–20, magic)

SA/SQ: Death atk (Fort 14 neg), evasion, fav enemy (humans +2), poison use, sneak atk +3d6, trap sense +1, trapfinding, uncanny dodge, wild emp +2 (–2 magical beasts)

SV: Fort +13, Ref +17, Will +8 **AB:** S 14, D 20, Cn 15, I 16, W 16, Ch 13

SK/F: Bal +14, Bluff +6, Climb +12, Esc +7, Hide +13, Intim +10, Jump +12, Lis +8, M Sil +13, Open L +10, Srch +8, S Mot +11, Sl Hnd +13, Spot +8, Surv +9, Tmbl +13, Use Mag Dev +9, Use Rope +12; B-Fight, Cbt Expert, Cbt Reflex, Dodge, Mobil, Spring Atk, Track

SPELLS: 1st—*det poison*

POSS: *Cloak armor +4, ring prot +3, +3 wounding longsword, +4 defending dagger, cloak arachnida, periapt health,* disguise kit, mwk thieves' tools **CR:** 18

*Lost Empires of Faerûn

Earth Shugenja: LG M Humanoid (Human) Shg5*

HD: 5 (35 hp) **INIT:** +2

AC: 14 (T 14, FF 12) **SPD:** 30 ft.

ATK: Sword +1 (1d6–1/19–20)

SA/SQ: Sense elements* 4/day (full rd, sense chosen element within 10 ft., conc for more info)

SV: Fort +3, Ref +3, Will +6

AB: S 8, D 14, Cn 14, I 12, W 10, Ch 15

SK/F: Conc +10, Dipl +6, Lis +3, Spell +9, Spot +3; Dodge

SPELLS: Known (6/7/5): 0—*det mag, disr und, mag hand, mend, r mag, resist, virtue;* 1st—*bless, mag wpn, sanct* (DC 13), *shld faith;* 2nd—*b's strength, cure mod*

POSS: *Ring prot* +2, mwk short sword

CR: 5

*Complete Divine: Shg = shugenja class

Duergar Champion: LE M Humanoid (Dwarf) Ftr8

HD: 8 (63 hp) **INIT:** +2

AC: 19 (T 12, FF 17) **SPD:** 30 ft.

ATK: Maul +15/+10 (1d10+9/×3, magic)

SA/SQ: +2 saves spells, darkvision 120 ft., dwarf traits, imm paralysis, phantasms, and poison, light sensitivity

SV: Fort +8, Ref +4, Will +5

AB: S 18, D 15, Cn 15, I 10, W 12, Ch 4

SK/F: Intim +7, Jump +6, Lis +5, M Sil +3, Spot +5; Cleave, Dodge, Gr Cleave, Pow Atk

SPELLS: (Spell-Like Abilities; CL 16th) 1/day—*enl per, invis* (both self + items)

POSS: *+2 breastplate, +1 maul*, bracers ogre power, boots str/spr*

CR: 9 **ECL:** 9

*Forgotten Realms® Campaign Setting

Artemis Entreri: LE M Humanoid (Human) Rog4/Rgr1/Ftr12/Asn1

Ankheg: N L Magical Beast

HD: 3 (28 hp) **INIT:** +0

AC: 18 (T 9, FF 18) **SPD:** 30 ft., B 20 ft.

ATK: Bite +7 (2d6+7 plus 1d4 acid)

SA/SQ: Darkvision 60 ft., low-light, imp grab (grp +12), spit acid 1/6 hrs (line, 30 ft., 4d4 acid, Ref 14 half), tremorsense 60 ft.

SV: Fort +6, Ref +3, Will +2

AB: S 21, D 10, Cn 17, I 1, W 13, Ch 6

SK/F: Climb +8, Lis +6, Spot +3

CR: 3

Half-Orc Executioner: LE M Humanoid (Orc) Bbn1/Rog5

HD: 6 (41 hp) **INIT:** +2

AC: 15 (T 12, FF 15) **SPD:** 40 ft.

ATK: Axe +10 (1d12+7/19–20/×3, magic)

SA/SQ: Darkvision 60 ft., evasion, rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, –2 AC), sneak atk +3d6, trapfinding, trap sense +1, uncanny dodge

SV: Fort +4, Ref +6, Will +1

AB: S 18, D 14, Cn 13, I 10, W 10, Ch 6

SK/F: Climb +8, Hide +10, Intim +10, Jump +14, Lis +12, M Sil +10, S Mot +8, Spot +8, Tmbl +14; Dodge

POSS: Padded armor, *am nat armor +2, +1 keen greataxe*

CR: 6

Dark Naga: LE L Aberration

HD: 9 (58 hp) **INIT:** +2

AC: 14 (T 11, FF 12) **SPD:** 40 ft.

ATK: Sting +7 (2d4+2 plus poison) *and*
bite +2 (1d4+1)

SA/SQ: +2 saves charm, darkvision 60 ft., det thgts (CL 9th; DC 15), guarded thgts (imm mind reading), imm poison, poison (Fort 16, sleep 2d4 min.)

SV: Fort +5, Ref +7, Will +8

AB: S 14, D 15, Cn 14, I 16, W 15, Ch 17

SK/F: Bluff +11, Conc +14 (+18 cast def), Dipl +9, Disg +7, Intim +7, Lis +11, S Mot +8, Spell +15, Spot +11; Dodge

SPELLS: Known (6/7/7/5; CL 7th) 0—*daze* (DC 13), *det mag, light, mag hand, op/cl, ray frost* (+7 rg touch), *r mag;* 1st—*exp retreat, mag missile, ray enfeeble* (+7 rg touch), *shld, sil image;* 2nd—*Bigby's slapping hand** (2; target provokes immediate AoO; Conc DC 20 neg), *invis, scorch ray* (+7 rg touch); 3rd—*displace, lgt bolt* (DC 16)

CR: 8

*Miniatures Handbook

Xen'drik Champion (Drow): NE M Humanoid (Elf) Sct9*

HD: 9 (44 hp) **INIT:** +7

AC: 19 (T 16, FF 19) **SPD:** 40 ft.

ATK: Drow long knife +13/+8 (1d6+3/19–20, magic); **or**
bow +13/+8 rg (1d6+1/×3, magic); **or**
sword +8 (1d8+2/19–20)

SA/SQ: Camouflage (hide in any terrain), darkvision 120 ft., drow traits, evasion, flawless stride* (full spd in diff terrain), skirmish* +3d6 dmg/+2 AC (must move 10 ft.), SR 20, trackless step, trapfinding, uncanny dodge

SV: Fort +4, Ref +12, Will +5

AB: S 14, D 22, Cn 10, I 12, W 14, Ch 12

SK/F: Bal +20, Climb +14, Hide +18, Jump +20, Lis +16, M Sil +18, Srch +15, Spot +16, Tmbl +20; Dodge, Mobil, Pt Blk Shot, Prec Shot

POSS: *+1 chitin armor***, *+1 drow long knife***, *+1 shortbow* w/ 20 arrows, longsword, *gloves Dex +4*

CR: 10 **ECL:** 11

*Complete Adventurer: Sct = scout class; **Races of Eberron*

Balor: CE L Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

41/60 ★ Illus. Des Hanley

Githzerai Monk: LN M Humanoid (Extraplanar, Psionic*) Ftr2/Mnk7

HD: 9 (56 hp) **INIT:** +9

AC: 25 (T 25, FF 20) **SPD:** 50 ft.

ATK: Unarmed +10/+5 **or** +9/+9/+4 (2d6+2, magic)

SA/SQ: Darkvision 60 ft., evasion, pow resist 14*, imm disease, slow fall 30 ft., still mind, stun fist 8/day (DC 18), wholeness of body 14

SV: Fort +9, Ref +10, Will +9

AB: S 14, D 20, Cn 12, I 8, W 18, Ch 8

SK/F: Autohypnosis* +17, Bal +7, Conc +6 (+10 man def), Jump +16, Lis +4, Spot +4, Tmbl +15; Cbt Reflex, Imp Disarm, Greater Psi Fist* (+4d6 dmg), Unavoidable Strike* (touch atk)

SPELLS: (Psi-Like Abilities; ML 4th)*: 3/day—*catfall* (–4d6 falling dmg), *concussion blast* (140 ft., 1d6 force dmg), *inertial armor*** (+4 AC), *psi daze* (DC 9)

POSS: *Monk's belt, ring self-sufficiency**

CR: 10 **ECL:** 11

**Expanded Psionics Handbook* ***Already manifested

D&D ROLEPLAYING STATS Illus. Des Hanley

Helmed Horror*: N M Construct

HD: 13 (94 hp) **INIT:** +6

AC: 26 (T 15, FF 24) **SPD:** 30 ft., F 30 ft. (G)

ATK: Sword +16/+11 (2d6+7/17–20 plus 1d6 fire); **or** crossbow +11 rg (1d10/19–20)

SA/SQ: Air walk (CL 13th), construct traits, darkvision 60 ft., imm *fireball, lgt bolt, mag missile,* and *rusting grasp*, rapid repair 1 hp/hr*, see invis

SV: Fort +6, Ref +6, Will +7

AB: S 20, D 15, Cn —, I 13, W 16, Ch 16

SK/F: Lis +15, Srch +13, S Mot +15, Spot +15

POSS: *+3 full plate,* mwk greatsword, hvy crossbow w/ 10 bolts

CR: 8 **ECL:** 16

**Lost Empires of Faerûn*

D&D ROLEPLAYING STATS Illus. Steve Prescott

Dark Creeper*: CN S Humanoid (Dark One) War1

HD: 1 (6 hp) **INIT:** +3

AC: 17 (T 14, FF 14) **SPD:** 30 ft.

ATK: Dagger +4 (1d3+2/19–20); **or** dagger +5 rg (1d3+2/19–20)

SA/SQ: Blindsight 60 ft., evasion, light sensitivity, shadow cloak* 3/day (total concealment in darkness, concealment in light), sneak atk +2d6

SV: Fort +4, Ref +5, Will +1

AB: S 15, D 17, Cn 14, I 10, W 13, Ch 8

SK/F: Hide +7 (+15 dark), Lis +3, M Sil +4 (+8 dark), Sl Hand +4, Spot +3, Tmbl +5

POSS: Leather armor, 6 daggers

CR: 3 **ECL:** 5

**Fiend Folio*

D&D ROLEPLAYING STATS Illus. Des Hanley

Troglodyte Captain: LE M Humanoid (Reptilian) Ftr5

HD: 7 (65 hp) **INIT:** +2

AC: 22 (T 8, FF 22) **SPD:** 30 ft.

ATK: Club +11/+6 (1d10+6); **or** club +11/+6 (1d10+6) *and* bite +7 (1d4+1); **or** 2 claws +9 (1d4+3) *and* bite +7 (1d4+1)

SA/SQ: Darkvision 90 ft., stench (30 ft., sicken nontroglodyte living creatures 10 rds, Fort 15 neg)

SV: Fort +13, Ref +3, Will +3

AB: S 16, D 6, Cn 18, I 10, W 10, Ch 13

SK/F: Hide +2 (+6 rocky or underground), Intim +9, Jump +7, Lis +5, Spot +1; B-Fight, Leadership 8

POSS: Mwk full plate, mwk greatclub, *cloak resist +2, boots str/spr*

CR: 6 **ECL:** 9

D&D ROLEPLAYING STATS Illus. Jim Nelson

Kobold Miner: LE S Humanoid (Reptilian) Exp1

HD: 1 (2 hp) **INIT:** +2

AC: 14 (T 13, FF 12) **SPD:** 30 ft.

ATK: Pick +0 (1d3–1/×4)

SA/SQ: Darkvision 60 ft., light sensitivity

SV: Fort –1, Ref +2, Will +1

AB: S 9, D 14, Cn 9, I 10, W 9, Ch 8

SK/F: Lis –1, Spot +3, Srch +6, Surv +3

POSS: Padded armor, lt pick

CR: 1/4

D&D ROLEPLAYING STATS Illus. Hugh Jamieson

Death Slaad: CE M Outsider (Chaotic, Extraplanar)

HD: 15 (142 hp) **INIT:** +10

AC: 28 (T 16, FF 22) **SPD:** 30 ft., F 60 ft. (G)

ATK: Sword +18/+13/+8 (1d8+8/19–20, chaotic, magic) *and* bite +18 (2d10+2, chaotic); **or** 2 claws +20 (3d6+5, chaotic plus stun) *and* bite +18 (2d10+2, chaotic)

SA/SQ: Change shape (humanoid), DR 10/lawful, darkvision 60 ft., fast heal 5, imm sonic, resist acid 5, cold 5, elec 5, and fire 5, stun 3/day (1 rd, Fort 21 neg), *summ slaad* 2/day (1–2 red or blue, 60% or 1–2 green, 40%)

SV: Fort +14, Ref +15, Will +13

AB: S 21, D 23, Cn 21, I 18, W 18, Ch 18

SK/F: Climb +23, Conc +15, Esc +24, Hide +24, Intim +22, Jump +23, Lis +22, M Sil +24, Srch +22, Spot +22, Surv +12; Cleave, Gr Cleave, Imp Sunder, Pow Atk

SPELLS: (Spell-Like Abilities; CL 15th) At will—*anim objects, ch hammer* (DC 18), *deep dark, det mag, disp law* (+20 touch, DC 19), *fear* (DC 18), *fing death* (DC 21), *fireball* (DC 17), *fly, ident, invis, mag circ law, see invis, shatter* (DC 16); 3/day—*circ death* (DC 20), *cloak chaos* (DC 22), *word chaos* (DC 21); 1/day—*implos* (DC 23), *pow word blind*

POSS: *+3 longsword* **CR:** 13

D&D ROLEPLAYING STATS

Balor: CE L Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

HD: 20 (290 hp) **INIT:** +11

AC: 35 (T 16, FF 28) **SPD:** 40 ft., F 90 ft. (G))

ATK: Sword +31/+26/+21/+16 (2d6+8/19–20, chaotic, evil, magic plus decapitate on crit) *and* whip +30/+25 (1d4+4, chaotic, evil, magic plus 1d6 fire plus entangle)

SA/SQ: DR 15/cold iron and good, darkvision 60 ft., death throes (100-ft. radius, 100 dmg; Ref 30 half), entangle (opp Str checks, flaming body), flaming body (grp +36, 6d6 fire), imm elec, fire, and poison, reach 10 ft., resist acid 10 and cold 10, SR 28, *summ tanar'ri* 1/day (CL 9th), tr see (CL 20th)

SV: Fort +22, Ref +19, Will +19

AB: S 35, D 25, Cn 31, I 24, W 24, Ch 26

SK/F: Bluff +31, Conc +33, Dipl +35, Hide +26, Intim +33, Lis +38, M Sil +30, Srch +30, S Mot +30, Spell +30, Spot +38, Use Mag Dev +31; Cleave, Pow Atk

SPELLS: (Spell-Like Abilities; CL 20th) At will—*blasph* (DC 25), *dom mon* (DC 27), *gr disp mag, insan* (DC 25), *pow word stun,* quick *tkinesis* (DC 23), *gr tport* (self + 50 lb.), *unh aura* (DC 26); 1/day—*f storm* (DC 26), *implos* (DC 27)

POSS: *+1 vorpal longsword, +1 flaming whip* **CR:** 20

D&D ROLEPLAYING STATS

Skeletal Equiceph*: NE L Undead

HD: 4 (26 hp) **INIT:** +5

AC: 17 (T 9, FF 17) **SPD:** 30 ft.

ATK: Axe +5 (3d6+6/×3)

SA/SQ: DR 5/bludg, darkvision 60 ft., imm cold, reach 10 ft., undead traits

SV: Fort +1, Ref +2, Will +4

AB: S 18, D 13, Cn —, I —, W 10, Ch 1

POSS: Splint mail, greataxe

CR: 2

*Equiceph from *Miniatures Handbook*

D&D ROLEPLAYING STATS Illus. Jim Nelson

Grimlock Barbarian: NE M Monstrous Humanoid Bbn4

HD: 6 (59 hp) **INIT:** +1
AC: 15 (T 11, FF 15) **SPD:** 40 ft.
ATK: Axe +12/+7 (1d12+8/×1d6, magic)
SA/SQ: Blindsight 40 ft., imm visual effects, rage 4/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), scent, trap sense +1, uncanny dodge
SV: Fort +7, Ref +5, Will +4
AB: S 20, D 12, Cn 16, I 8, W 11, Ch 8
SK/F: Climb +7, Hide +3 (+13 underground), Lis +9, Spot +3, Surv +5; Pow Atk, Track
POSS: +1 *maiming** *greataxe*
CR: 5 **ECL:** 8

**Miniatures Handbook*

D&D ROLEPLAYING STATS — Illus. Hugh Jamieson

Drow Arachnomancer: NE M Humanoid (Elf) Clr9

HD: 9 (62 hp) **INIT:** +2
AC: 17 (T 14, FF 15) **SPD:** 30 ft.
ATK: Sword +8/+3 (1d6+2/19–20, magic)
SA/SQ: Darkvision 120 ft., drow traits, rebuke undead 5/day (+4, 2d6+11), SR 20
SV: Fort +7, Ref +5, Will +11
AB: S 12, D 14, Cn 12, I 10, W 21, Ch 15
SK/F: Bluff +8, Conc +7, Dipl +4, Intim +4, Lis +7, Srch +2, Spell +6, Spot +7; Dodge, Leadership 11
SPELLS: 0—*det mag* (2), *r mag* (2), *resist* (2); 1st—*bless* (2), *cure lt* (2), *disg self*, *sanct* (DC 16), *shld faith*; 2nd—*aid*, *dark*, *invis* (2), *sound bst* (2; DC 17); 3rd—*ring of blades** (personal, 1d6+9 to adjacent creatures, 9 min.), *disp mag*, *mag circ good*, *slashing darkness** (2; +7 rg touch, 190 ft., 4d8 dmg); 4th—*neut poison*, *poison* (2; +8 touch, DC 19), *unh blight* (DC 19); 5th—*mass cure lt*, *disp good* (+8 touch, DC 20), *summ mon V*. Domains: Evil, Trickery
POSS: *Bracers armor +3*, *ring prot +1*, *am nat armor +1*, *+1 short sword*, *periapt Wis +2*
CR: 10 **ECL:** 11 **Miniatures Handbook*

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Death Slaad: CE M Outsider (Chaotic, Extraplanar)

43/60 ★ — Illus. Hugh Jamieson

Gold Dwarf* Soldier: LG M Humanoid (Dwarf) Ftr4

HD: 4 (42 hp) **INIT:** +0
AC: 21 (T 11, FF 20) **SPD:** 20 ft.
ATK: Warhammer +10 (1d8+7/×3, magic)
SA/SQ: Darkvision 60 ft., gold dwarf traits*
SV: Fort +7, Ref +2, Will +2
AB: S 16, D 13, Cn 16, I 10, W 12, Ch 8
SK/F: Climb +2, Intim +6, Lis +1, Spot +1; Cleave, Pow Atk
POSS: Full plate, hvy steel shield, *+2 warhammer*
CR: 4

**Forgotten Realms® Campaign Setting*

D&D ROLEPLAYING STATS — Illus. Hugh Jamieson

Drow Arcane Guard: NE M Humanoid (Elf) Ftr2/Wiz5

HD: 7 (35 hp) **INIT:** +7
AC: 18 (T 14, FF 15) **SPD:** 30 ft.
ATK: Spiked chain +9 (2d4+2, magic); **or** crossbow +7 (1d4/19–20 plus poison)
SA/SQ: Darkvision 120 ft., drow traits, poison (Fort 13, unconscious 2d4 hrs), reach 10 ft. (spiked chain), SR 18
SV: Fort +5, Ref +4, Will +4
AB: S 12, D 16, Cn 12, I 17, W 10, Ch 10
SK/F: Climb +7, Conc +8, Intim +3, Jump +6, Lis +4, Srch +5, Spell +10, Spot +6
SPELLS: (CL 5th; 10% failure) 0—*det mag*, *disr und* (+7 rg touch), *r mag*, *resist*; 1st—*f fall*, *l orb of cold** (2), *tr strike*; 2nd—*invis*, *levitate*, *see invis*; 3rd—*fly*, emp *burning hands* (DC 14)
POSS: Mithral shirt, *ring prot +1*, *+1 spiked chain*, hand crossbow w/ 10 bolts, *pot haste*, *pot c's grace*, 2 doses drow sleep poison
CR: 8 **ECL:** 9

**Complete Arcane*

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Dire Bat: N L Animal

HD: 4 (30 hp) **INIT:** +6
AC: 20 (T 15, FF 14) **SPD:** 20 ft., F 40 ft. (G)
ATK: Bite +5 (1d8+4)
SA/SQ: Blindsense 40 ft.
SV: Fort +7, Ref +10, Will +6
AB: S 17, D 22, Cn 17, I 2, W 14, Ch 6
SK/F: Hide +4, Lis +12, M Sil +11, Spot +8
CR: 2

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Half-Fiend Ogre: CE L Outsider (Aug Giant, Native) Bbn1

HD: 5 (55 hp) **INIT:** +0
AC: 18 (T 9, FF 18) **SPD:** 50 ft., fly 50 ft. (Av)
ATK: Falchion +15 (2d6+15) *and* bite +8 (1d8+7, magic)
SA/SQ: DR 5/magic, darkvision 60 ft., imm poison, low-light, rage 1/day (10 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft., resist acid 10, cold 10, elec 10, and fire 10, smite good 1/day (+5 dmg), SR 15
SV: Fort +11, Ref +1, Will +0
AB: S 30, D 11, Cn 20, I 10, W 8, Ch 10
SK/F: Climb +17, Intim +6, Jump +21, Lis +7, Spot +7, Surv +3; Pow Atk
SPELLS: (Spell-Like Abilities; CL 5th) 3/day—*dark*; 1/day—*desec*, *unh blight* (DC 14)
POSS: Metal plates (studded leather), mwk falchion
CR: 6 **ECL:** 11

D&D ROLEPLAYING STATS — Illus. Des Hanley

Gray Render: N L Magical Beast

HD: 10 (125 hp) **INIT:** +0
AC: 19 (T 9, FF 19) **SPD:** 30 ft.
ATK: Bite +15 (2d6+6) *and* 2 claws +10 (1d6+3)
SA/SQ: Darkvision 60 ft., imp grab (grp +20, rend), low-light, reach 10 ft., rend 2d6+9 (bite), scent
SV: Fort +14, Ref +7, Will +4
AB: S 23, D 10, Cn 24, I 3, W 12, Ch 8
SK/F: Hide +2, Lis +1, Spot +10, Surv +3; Cleave, Imp Bull Rush, Pow Atk, Track
CR: 8 **ECL:** 15

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Draegloth*: CE L Outsider (Chaotic, Evil, Native) Bbn2

HD: 8 (85 hp) **INIT:** +3
AC: 19 (T 13, FF 19) **SPD:** 40 ft.
ATK: 2 claws +16 (1d6+9, chaotic, evil) *and* bite +11 (1d8+4, chaotic, evil)
SA/SQ: +2 saves enchant, darkvision 60 ft., imm poison and sleep, rage 1/day (9 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft., resist acid 10, cold 10, elec 10, fire 10, uncanny dodge
SV: Fort +12, Ref +8, Will +6
AB: S 28, D 16, Cn 19, I 10, W 13, Ch 10
SK/F: Climb +16, Hide +10, Jump +20, Lis +9, M Sil +10, Srch +10, Spot +9, Surv +11; B-Fight, Pow Atk
SPELLS: (Spell-Like Abilities; CL 6th) 4/day—*dark*; 1/day—*danc lgt*, *desecr*, *f fire*, *unh blight* (DC 14)
POSS: *Bracers armor +2*
CR: 7 **ECL:** 11
**Monsters of Faerûn*

D&D ROLEPLAYING STATS — Illus. Des Hanley

Spider of Lolth*: N M Vermin

HD: 3 (25 hp) **INIT:** +3
AC: 14 (T 13, FF 11) **SPD:** 30 ft., C 20 ft.
ATK: Bite +5 (1d6+4 plus poison)
SA/SQ: Darkvision 60 ft., imm fear, poison (Fort 15, 1d4 Str/1d4 Str), tremorsense 60 ft., vermin traits
SV: Fort +7, Ref +4, Will +1
AB: S 17, D 17, Cn 18, I —, W 10, Ch 2
SK/F: Climb +11, Hide +11, Jump +13, Lis +0, Spot +8
CR: 2

*New template: Lolth-touched

D&D ROLEPLAYING STATS Illus. Hugh Jamieson

Mounted Drow Patrol: NE M Humanoid (Elf) Ftr7

HD: 7 (50 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 40 ft., C 40 ft. (mounted); 30 ft. (foot)
ATK: Spear +10/+5 (1d8+4/×3, magic plus 1d6 cold)
SA/SQ: Darkvision 120 ft., drow traits, reach 10 ft. only (spear), SR 18
SV: Fort +6, Ref +7, Will +3
AB: S 13, D 17, Cn 12, I 12, W 12, Ch 11
SK/F: H Animal +10, Lis +11, Ride +18, Srch +3, Spot +3; Cbt Reflex, Mount Cbt
POSS: Mwk chain shirt, *+1 frost longspear*, riding lizard* (bite +6 [2d4+4] and 2 claws +1 [1d3+2])
CR: 8 **ECL:** 9

**Forgotten Realms® Campaign Setting*

D&D ROLEPLAYING STATS Illus. Jim Nelson

Hunched Giant (Maur)*: N L Giant (Earth)

HD: 12 (114 hp) **INIT:** +0
AC: 18 (T 9, FF 18) **SPD:** 40 ft., B 5 ft.
ATK: Warhammer +15/+10 (2d8+10/×3)
SA/SQ: Darkvision 60 ft., low-light, reach 10 ft., tunnel scream* 1/day (in stone enclosure: cone, 60 ft., 10d6 sonic, stun 1 rd, deaf 4d6 rds; Fort 21 half dmg, neg others), unfurled might* (standard action; 10 rds, +6 Str, +6 Con, +4 AC, +4 saves, additional spell-like abilities)
SV: Fort +13, Ref +4, Will +7
AB: S 25, D 10, Cn 20, I 16, W 17, Ch 17
SK/F: Climb +22, Esc +15, Hide +11, Lis +18, Spot +18; Awesome Blow, Cleave, Cbt Reflex, Imp Bull Rush, Pow Atk
SPELLS: (Spell-Like Abilities; CL 15th) 2/day—*meld stone, move earth, sp climb*; *1/day* (unfurled only)—*call lgt* (DC 16), *chain lgt* (DC 19)
POSS: Huge warhammer
CR: 11 **ECL:** 17

**Underdark*

D&D ROLEPLAYING STATS Illus. Steve Prescott

Swarm of Spiders: N D Vermin (Swarm)

HD: 2 (9 hp) **INIT:** +3
AC: 17 (T 17, FF 14) **SPD:** 20 ft., C 20 ft.
ATK: Swarm (1d6 plus poison)
SA/SQ: Darkvision 60 ft., distraction (nauseated 1 rd., living creatures in swarm's space, Fort 11 neg), imm wpn dmg, poison (Fort 11, 1d3 Str/1d3 Str), swarm atk (enter space, no atk roll), reach 0 ft., tremorsense 30 ft., vermin traits
SV: Fort +3, Ref +3, Will +0
AB: S 1, D 17, Cn 10, I —, W 10, Ch 2
SK/F: Climb +11, Hide +15, Spot +4
CR: 1

D&D ROLEPLAYING STATS Illus. Jim Nelson

Orc Skeleton: NE M Undead

HD: 1 (6 hp) **INIT:** +5
AC: 14 (T 11, FF 13) **SPD:** 30 ft.
ATK: Falchion +3 (2d4+4/18–20)
SA/SQ: DR 5/bludg, darkvision 60 ft., imm cold, undead traits
SV: Fort +0, Ref +1, Will +2
AB: S 17, D 13, Cn —, I —, W 10, Ch 1
POSS: Armor scraps, falchion
CR: 1/3

D&D ROLEPLAYING STATS Illus. Thomas M. Baxa

Large Deep Dragon* (Young Adult): CE L Dragon (Earth)

HD: 18 (174 hp) **INIT:** +0
AC: 26 (T 9, FF 26) **SPD:** 40 ft., B 20 ft., F 150 ft. (Pr), S 30 ft.
ATK: Bite +21 (2d6+4, magic) *and* 2 claws +17 (1d8+2, magic) *and* 2 wings +16 (1d6+2, magic) *and* tail +16 (1d8+6, magic)
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (cone, 40 ft., 10d8 flesh-corrosive, Fort 22 half), *det mag*, DR 5/magic, darkvision 120 ft., frightful presence (150-ft. radius, HD 17 or fewer, Will 22 neg), imm charm, paralysis, and sleep, low-light, reach 10 ft. (bite), resist cold 10 and fire 10, SR 21
SV: Fort +14, Ref +13, Will +14
AB: S 19, D 10, Cn 17, I 18, W 17, Ch 16
SK/F: Conc +24, Hide +6, Intim +24, Lis +26, M Sil + 21, Srch +25, S Mot +24, Spell +17, Spot +26, Use Mag Dev +24; Cleave, Gr Cleave, Pow Atk
SPELLS: Known (6/6; CL 3rd): 0—*daze* (DC 13), *det mag, ghost s* (DC 13), *r mag, tch fatigue* (+21 touch, DC 13); 1st—*cure lt, disg self, ray enfeeble* (+17 rg touch) **CR:** 12

**Monsters of Faerûn*

D&D ROLEPLAYING STATS Illus. Jim Nelson

Troglodyte Barbarian: CE M Humanoid (Reptilian) Bbn2

HD: 4 (43 hp) **INIT:** +0
AC: 16 (T 10, FF 16) **SPD:** 40 ft.
ATK: Spiked gauntlet +8 (1d4+4, magic) *and* claw +6 (1d4+3) *and* bite +4 (1d4+1)
SA/SQ: Darkvision 90 ft., rage 1/day (13 rds, +4 Str, +4 Con, +2 Will, –2 AC), stench (30 ft., sicken nontroglodyte living creatures 10 rds, Fort 15 neg), uncanny dodge
SV: Fort +9, Ref +0, Will +0
AB: S 16, D 11, Cn 18, I 8, W 10, Ch 8
SK/F: Hide +4 (+8 underground), Jump +10, Intim +4, Lis +5, Spot +2
POSS: *+1 spiked gauntlet*
CR: 3 **EL:** 6

D&D ROLEPLAYING STATS Illus. Jim Nelson

Roper: CE L Magical Beast

HD: 10 (85 hp) **INIT:** +5
AC: 24 (T 10, FF 23) **SPD:** 10 ft.
ATK: 6 strands +11 rg touch (drag plus weakness) *and* bite +13 (2d6+6)
SA/SQ: Darkvision 60 ft., drag (hit w/ strand, pull foe 10 ft./rd closer; Esc DC 23 or Str DC 19 escapes), imm elec, low-light, reach 10 ft. (50 ft. strands), resist cold 10, SR 30, strands (10 hp each, cut with sunder, roper has –4 on roll if strand attached), vuln fire, weakness (2d8 Str, Fort 18 neg)
SV: Fort +10, Ref +8, Will +8
AB: S 19, D 13, Cn 17, I 12, W 16, Ch 12
SK/F: Climb +12, Hide +10 (+18 stone/ice), Lis +14, Spot +14
CR: 12

D&D ROLEPLAYING STATS Illus. Jim Nelson

Lolth's Sting (Drow): NE M Humanoid (Elf) Nin4*

HD: 4 (19 hp) **INIT:** +3
AC: 17 (T 15, FF 14) **SPD:** 35 ft.
ATK: Rapier +7 (1d6+1/18–20 plus poison)
SA/SQ: Darkvision 120 ft., drow traits, ghost step* (1 *ki* use, swift: invis 1 rd), great leap (long jump as running, +4 Jump), *ki* power 4/day, poison (Fort 13, unconscious 2d4 hrs), poison use, SR 15, sudden strike +2d6* (as sneak atk except when flanking), trapfinding
SV: Fort +2, Ref +7, Will +5
AB: S 13, D 17, Cn 12, I 12, W 14, Ch 10
SK/F: Bluff +7, Hide +10, Lis +11, M Sil +10, Srch +3, S Mot +9, Spot +11, Tmbl +10
POSS: Leather, mwk rapier, *am health* +2, 3 doses drow sleep poison
CR: 5 **ECL:** 6

**Complete Adventurer*: Nin = ninja class

D&D ROLEPLAYING STATS Illus. Steve Prescott

Loyal Earth Elemental: N L Elemental (Earth, Extraplanar)

HD: 8 (68 hp) **INIT:** –1
AC: 18 (T 8, FF 18) **SPD:** 20 ft.
ATK: 2 slams +12 (2d8+7)
SA/SQ: DR 5/—, darkvision 60 ft., earth glide, earth mastery (+1 atk and dmg if it and opponent touch ground, –4 otherwise), elemental traits, push (bull rush, no AoO), reach 10 ft.
SV: Fort +10, Ref +1, Will +2
AB: S 25, D 8, Cn 19, I 6, W 11, Ch 11
SK/F: Lis +6, Spot +5; Cleave, Gr Cleave, Pow Atk
CR: 5

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Half-Orc Paladin: LG M Humanoid (Orc) Pal4

HD: 4 (30 hp) **INIT:** +1
AC: 19 (T 10, FF 19) **SPD:** 20 ft.
ATK: Sword +8 (1d10+4/19–20); **or** bow +5 rg (1d6/×3)
SA/SQ: AP 4*; aura of courage (fearless; allies within 10 ft., +4 saves fear), darkvision 60 ft., *det evil*, imm disease, half-orc traits, lay on hands 4, smite evil 1/day (+1 atk, +4 dmg), turn undead 4/day (+1, 2d6+3, 2nd)
SV: Fort +6, Ref +3, Will +1
AB: S 17, D 12, Cn 13, I 8, W 9, Ch 12
SK/F: Heal +6, Lis –1, Spot –1; Pow Atk
POSS: Half-plate, hvy steel shield, +1 *bastard sword*, shortbow w/ 20 arrows, 10 silvered arrows, and 10 cold iron arrows, 2 *pot cure lt*, flask of holy water, adventurer's standard pack, 48 gp, 5 sp
CR: 4

Approved for use with the RPGA® Mark of Heroes campaign.
*Eberron™ Campaign Setting

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Marut: LN L Construct (Extraplanar, Lawful)

HD: 15 (112 hp) **INIT:** +1
AC: 34 (T 10, FF 33) **SPD:** 30 ft.
ATK: 2 slams +22 (2d6+12, lawful plus 3d6 sonic or elec)
SA/SQ: Construct traits, DR 15/chaotic, darkvision 60 ft., fast heal 10 (normal chaotic), fists of thunder and lightning (+3d6 sonic, deafen 2d6 rds **or** +3d6 elec, blind 2d6 rds; Fort 31 neg), low-light, reach 10 ft., SR 25
SV: Fort +7, Ref +6, Will +8
AB: S 35, D 13, Cn —, I 12, W 17, Ch 18
SK/F: Conc +13 (+17 cast def), Lis +16, Srch +10, S Mot +12, Spot +16; Awesome Blow, Imp Bull Rush, Pow Atk
SPELLS: (Spell-Like Abilities; CL 14th) At will—*air walk*, *gr cmd* (DC 19), *dim door*, *gr disp mag*, *fear* (DC 18), *mass infl lt* (DC 19), *loc creature*, *tr see*; 1/day—*chain lgt* (DC 20), *circ death* (DC 20), *mark/ just*, *wall force*; 1/wk—*earthquake* (DC 22), *geas/quest*, *pl shift* (DC 21)
POSS: Full plate
CR: 15

D&D ROLEPLAYING STATS

Winter Wolf: NE L Magical Beast (Cold)

HD: 6 (51 hp) **INIT:** +5
AC: 15 (T 10, FF 14) **SPD:** 50 ft.
ATK: Bite +9 (1d8+6 plus 1d6 cold)
SA/SQ: Breath wpn 1/1d4 rds (cone, 15 ft.: 4d6 cold, Fort 16 half), darkvision 60 ft., imm cold, low-light, scent, trip (bite, +8, no AoO), vuln fire
SV: Fort +8, Ref +6, Will +3
AB: S 18, D 13, Cn 16, I 9, W 13, Ch 10
SK/F: Hide –1 (+4 snow, ice), Lis +6, M Sil +7, Spot +6, Surv +1 (+5 tracking by scent); Track
CR: 5 **EL:** 9

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Marut: LN L Construct (Extraplanar, Lawful)

9/60 ★ — Illus. Des Hanley

Lantern Bearer: LG M Humanoid (Human) War4

HD: 4 (29 hp) **INIT:** +2
AC: 18 (T 12, FF 16) **SPD:** 20 ft.
ATK: Sword +4 (1d8/19–20)
SV: Fort +5, Ref +3, Will +1
AB: S 11, D 14, Cn 12, I 8, W 10, Ch 9
SK/F: Climb +2, Intim +4, Lis +1, Spot +1; Dodge
POSS: +1 *breastplate*, longsword, hooded lantern
CR: 3

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